

What is claimed is:

1. A gaming machine comprising:

5 a master gaming controller that determines game outcomes and controls the game outcome presentations for one or more games in a manner allowing simultaneous game outcome presentations for two or more separate game sequences; and

a display screen that simultaneously displays the game outcome presentations for the two or more game sequences.

10 2. The gaming machine of claim 1, wherein a first game is initiated by a first player and a second game is initiated by a second player said first player different from said second player wherein the game outcome presentation from said first game is presented simultaneously with the game outcome presentation of said second game.

20 3. The gaming machine of claim 1, wherein the game outcome presentations from the first and second games are presented on a shared display screen receiving signals from at least the gaming machine and one other gaming machine.

25 4. The gaming machine of claim 2, wherein the first game outcome presentation appears to interact with the second game outcome presentation on the display screen.

5. The gaming machine of claim 2, wherein a game event in said first game or a game event in said second game trigger a bonus game for said first player and for said second player.

30 6. The gaming machine of claim 1, wherein one or more game outcome presentations for one or more game sequences from the gaming machine are displayed on the display screen of a second gaming machine.

7. The gaming machine of claim 6, wherein a game outcome presentation from a game sequence on said second gaming machine is simultaneously displayed with the game outcome presentation from the gaming machine on the display screen of the second gaming machine.

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8. The gaming machine of claim 1, wherein the game outcome of each game is not related to the game outcome of any other game.

9. The gaming machine of claim 1, wherein the display screen is selected from the group consisting of a video display screen, a video touch screen and LCD screen.

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10. The gaming machine of claim 1, wherein a first game in a first game sequence is selected from the group consisting of consisting of balloons, pachinko, slot, keno, or poker and a second game in a second game sequence is selected from the group consisting of balloons, pachinko, slot, keno, or poker.

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11. The gaming machine of claim 10, wherein the first and the second game are the same.

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12. The gaming machine of claim 10, wherein at least one of the first or second games is pachinko.

13. The gaming machine of claim 10, wherein a third game in a third game sequence is selected from the group consisting of balloons, pachinko, slot, keno, or poker.

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14. The gaming machine of claim 1, wherein the game outcome is determined by the master gaming controller from a pay table.

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15. The gaming machine of claim 1, wherein a first game outcome is determined by the master gaming controller from a first pay table and a second

game outcome is determined by the master gaming controller from a second pay table.

5 16. The gaming machine of claim 1, wherein the game outcome presentation includes a bonus game.

10 17. The gaming machine of claim 1, wherein a first game outcome presentation and a second game outcome presentation appear to interact on the display screen.

15 18. A method for playing multiple games on a gaming machine, the method comprising;
receiving an input signal to start a first game;
determining a game outcome for said first game;
presenting the game outcome for said first game;
receiving an input signal to start a second game prior to completion of
the game outcome presentation for the first game;
determining a game outcome for said second game; and
presenting the game outcome for said second game.

20 19. The method of claim 18, wherein the game outcome of said first game is determined while presenting the game outcome for said first game.

25 20. The method of claim 18, wherein the input signal from the first game is initiated by a first player and the input signal from the second game is initiated by a second player said first player different from said second player wherein the first game outcome is presented simultaneously with the second game outcome presentation.

30 21. The method of claim 20, wherein the game outcome presentations from the first and second games are presented on a shared display screen receiving signals from at least the gaming machine and one other gaming machine.

22. The method of claim 20, wherein the first game outcome presentation and the second game outcome presentation are simultaneously displayed on a first gaming machine and a second gaming machine.
- 5 23. The method of claim 18, wherein said first game is selected from the group consisting of balloons, pachinko, slot, keno, and poker.
24. The method of claim 18, wherein said second game is selected from the group consisting of balloons, pachinko, slot, keno, and poker.
- 10 25. The method of claim 18, wherein said first game and said second game are the same and selected from the group consisting of balloons, pachinko, slot, keno, and poker.
- 15 26. The method of claim 18, wherein a first wager made on said first game is different from a second wager made on said second game.
27. The method of claim 18, wherein the game outcome of said first game is determined from a first pay table and the game outcome of said second game is
- 20 determined from a second pay table.
28. The method of claim 27, wherein the first pay table and the second pay table are the same.
- 25 29. The method of claim 18, further comprising presenting a bonus game associated with the first game prior to the completion of the game outcome presentation for said first game;
- 30 30. The method of claim 29, further comprising receiving an input signal to start the bonus game, determining a bonus game outcome and presenting the bonus game outcome.
31. The method of claim 18, further comprising receiving an input signal to start a third game prior to completion of the game outcome presentation for said

second game, determining a game outcome for said third game and presenting the game outcome for said third game.

32. The method of claim 18, wherein at least the first game outcome
5 presentation and the second game outcome presentation are simultaneously displayed.

33. The method of claim 18, wherein at least of one said first or said second games is pachinko.

10 34. The method of claim 18, wherein the first game outcome presentation and the second game outcome presentation appear to interact.

35. A parallel game on a gaming machine, the parallel game comprising;
a first game that can be separately initiated and presented on a first
15 portion of a display screen; and
a second game that can be separately initiated and presented on a second portion of the display screen;

20 36. The parallel game of claim 35, wherein the said first game and the said second game are the same.

37. The parallel game of claim 35, wherein said first game is selected from the group consisting of balloons, pachinko, slot, poker, and keno.

25 38. The parallel game of claim 35, wherein said second game is selected from the group consisting of balloons, pachinko, slot, poker, and keno.

39. The parallel game of claim 35, wherein said first portion of the display screen and said second portion of the display screen are the same portion.

30 40. The parallel game of claim 39, wherein the first and second game are the same game and are selected from the group consisting of balloons and pachinko.

41. The parallel game of claim 35, wherein the display screen is selected from the group consisting of a video display screen, a video touch screen and a LCD screen.

5 42. A gaming machine comprising:
 a master gaming controller that determines game outcomes and controls the game outcome presentations for two or more games in a game sequence in a manner allowing simultaneous game outcome presentations from a single input signal generated by a game player to start the game sequence, wherein the game
10 outcome of each game is not related to the game outcome of any other game in the game sequence; and
 a display screen that simultaneously displays the game outcome presentations for the two or more games in the game sequence.

15 43. A method for playing multiple games on a gaming machine, the method comprising;
 receiving an input signal to start a game sequence;
 determining a separate game outcome for two or more games, each
initiated by the same input signal in the game sequence wherein the game outcome of
20 each game is not related to the game outcome of any other game in the game sequence; and
 presenting simultaneously the game outcome for each game in the game sequence.

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